

## **AMENDMENT**

Please replace all prior versions and listings of claims in the Application with the following Listing of Claims.

### **LISTING OF CLAIMS**

1. (**Currently Amended**) A method, comprising:

generating, at a first handheld communication device, an output signal upon an actuation of one or more of a plurality of user-interface members ~~on a~~ of the first handheld communication device, wherein the output signal includes a haptic code configured to distinctly identify the first handheld communication device and a status event; and

sending the output signal to a second handheld communication device remote from the first handheld communication device, wherein the output signal is configured to cause ~~causes an output, at the second handheld communication device,~~ of a haptic effect corresponding to the haptic code.

2. (**Cancelled**)

3. (**Previously Presented**) The method of claim 1 wherein sending further includes providing in the output signal at least one of a message, a video image, and a graphical feature.

4. (**Previously Presented**) The method of claim 1 wherein the haptic code is associated with a predetermined scheme.

5. (**Previously Presented**) The method of claim 1 wherein receiving further includes defining the one of the user-interface members to include at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball and a knob.

6-9. (**Cancelled**)

10. (**Currently Amended**) A non-transient computer-readable medium including instructions that when executed on one or more processors cause the one or more processors to:

generate, at a first handheld communication device, an output signal upon an actuation of at least one of a plurality of user-interface members ~~on a~~ of the first handheld communication device, wherein the output signal includes a haptic code configured to distinctly identify the first handheld communication device and a status event; and

send the output signal to a second handheld communication device remote from the first handheld communication device, wherein the output signal is configured to cause ~~causes an output, at the second handheld communication device,~~ of a haptic effect corresponding to the haptic code.

11. (**Cancelled**)

12. (**Currently Amended**) The non-transient computer-readable medium of claim 10, the output signal includes at least one of a message, a video image, and a graphical feature.

13. (**Currently Amended**) The non-transient computer-readable medium of claim 10, wherein the haptic code is associated with a predetermined scheme.

14 - 25. (**Cancelled**)

26. (**Previously Presented**) A handheld communication device, comprising:

a body ~~having~~ comprising a user-interface member and an antenna configured to ~~receive~~ transmit a signal from ~~a transmitting~~ the handheld communication device, the signal including a haptic code therein to distinctly identify the ~~transmitting~~ handheld communication device and a status event; and

~~a user-interface member coupled to the body;~~

~~a processor in data communication with the user-interface member; and~~

~~an actuator coupled to the user-interface member and in data communication with the processor, wherein the actuator processor is configured to generate the signal upon an actuation of the user-interface member and send the signal to a second handheld communication device, wherein the signal is configured to cause output a haptic effect corresponding to the haptic code.~~

27. (**Cancelled**)

28. (**Previously Presented**) The handheld communication device of claim 26, wherein the handheld communication device is one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.

29. (**Previously Presented**) The handheld communication device of claim 26 wherein the user-interface member includes at least one of a key, a button, a key pad, a direction pad, a touch screen, a scroll wheel, a mini-joystick, a trackball, and a knob.

30. (**Previously Presented**) The handheld communication device of claim 26 further comprising memory, wherein the memory stores program code for extracting information corresponding to the haptic stimuli from the input signal.

31. (**Previously Presented**) The handheld communication device of claim 26 further comprising a display device in communication with the processor, wherein the processor is configured to cause the display device to produce an image of the identified source.

32. (**Previously Presented**) A method, comprising:

receiving an indication that at least one of a plurality of user interface members of a first handheld communication device has been actuated;

~~generating an output signal upon an actuation of one a plurality of user-  
interface members on a first handheld communication device, wherein the at least  
one of the plurality of user-interface members is assigned with a haptic code  
configured to convey an expression or behavior; distinctly identify the first handheld-  
communication device and a status event;~~

~~including, in the generating an output signal in response to the indication,  
wherein the output signal includes the haptic code; when the at least one of the  
plurality of user interface members is actuated, the haptic code configured to  
distinctly identify the first handheld communication device and a status event; and~~

~~sending the output signal to a second handheld communication device  
remote from the first handheld communication device, wherein output signal is  
configured to cause causes an output, at the second handheld communication-  
device, of a haptic effect corresponding to the haptic code.~~

33. (**Currently Amended**) A non-transient computer-readable medium including  
instructions that when executed on one or more processors cause the one or more  
processors to:

receive an indication that at least one of a plurality of user interface members  
of a first handheld communication device has been actuated,

~~generate an output signal upon an actuation of one a plurality of user-  
interface members on a first handheld communication device, wherein the at least  
one of the plurality of user-interface members is assigned with a haptic code  
configured to convey an expression or behavior distinctly identify the first handheld-  
communication device and a status event;~~

~~include, in the generate an output signal in response to the indication,  
wherein the output signal includes the haptic code; when the at least one of the  
plurality of user interface members is actuated; and~~

~~send the output signal to a second handheld communication device remote  
from the first handheld communication device, wherein output signal is configured to  
cause causes an output, at the second handheld communication device, of a haptic  
effect corresponding to the haptic code.~~

34. (**Currently Amended**) A handheld communication device, comprising:

a body having an antenna configured to transmit a signal to be received by a receiving handheld communication device;

a plurality of user-interface members coupled to the body, wherein at least one user-interface member is assigned with a haptic code configured to convey an expression or behavior ~~distinctly identify the first handheld communication device~~ and a status event; and

a processor in data communication with the at least one user-interface member, wherein the processor is configured to:

detect an actuation of one or more of the plurality of user-interface members;

generate the haptic code when the at least one user-interface member is actuated; and

generate the signal, wherein the signal includes the haptic code; and send the output signal to a second handheld communication device remote from the first handheld communication device, wherein output signal is configured to cause a haptic effect corresponding to the haptic code.

35. (**Previously Presented**) The method of claim 1 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business transaction event, a stock-trading event, a weather-forecast event, and an emergency event.

36. (**Currently Amended**) The non-transient computer-readable medium of claim 10 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one marketing event, a business-transaction event, a stock-trading event, a weather-forecast event, and an emergency event.

37. (**Previously Presented**) The device of claim 26 wherein the status event is selected from the group consisting of an advertisement event, a one-to-one

marketing event, a business-transaction event, a stock-trading event, a weather-forecast event, and an emergency event.

38. (**Previously Presented**) The method of claim 1, wherein the output signal is sent during a chat session between the first handheld communication device and the second handheld communication device.

39. (**Previously Presented**) The method of claim 38, wherein the haptic code is configured to be directly applied to an actuator of the second handheld communication device to cause the haptic effect.

40. (**New**) The method of claim 32, further comprising:

receiving a second indication that a second one of the plurality of user interface members has been actuated, wherein the second one of the plurality of user-interface members is assigned with a second haptic code configured to convey a second expression or behavior, wherein the second haptic code is different from the first haptic code;

generating a second output signal in response to the second indication, wherein the second output signal includes the second haptic code; and

sending the second output signal to the second handheld communication device, wherein second output signal is configured to cause a second haptic effect corresponding to the second haptic code.

41. (**New**) The method of claim 32, further comprising:

receiving a signal from the second handheld communication device, wherein the signal includes a third haptic code configured to cause a third haptic effect; and

generating, at the first handheld communication device, the third haptic effect in response to the signal.

42. (**New**) The method of claim 41, wherein the output signal and the signal are communicated during a chat session between the first handheld communication device and the second handheld communication device.